

15 14 13 12 11 10 9     C LDR.X op.code >	Instruction	LDR.X Rd, [R9, #immediate.6]	
CLDR.X op.code >   LDR Rd, [R9 + #immediate LSL #2]	Encoding	14 13 12 11 10 9 8	2 0
b-2 Equivalent         LDR Rd, [R9 + #immediate LSL #2]           tion         Rd = [R9 + #immediate LSL #2]           ding space         2^8         8 bits           This instruction, as are all loads and stores while in Jazelle-X state, is subject to the Immediate LSL #2]         15 14 13 12 11 10 9           ction         STR.X Rd, [R9, #immediate.6]         15 14 13 12 11 10 9           ction         STR Rd, [R9 + #immediate LSL #2]         Rd           ltion         [R9 + #immediate LSL #2] = Rd         Rd           ding space         2^8         8 bits           This instruction, as are all loads and stores while in Jazelle-X state, is subject to the Immediate LSL #2] = Rd         Rd		< LDR.X op.code > #immed_6	Rd
tion  Iding space  This instruction, as are all loads and stores while in Jazelle-X state, is subject to the Immediate LSL #2]  Inction  STR.X Rd, [R9, #immediate.6]  STR.X Rd, [R9, #immediate.6]  STR.X Rd, [R9, #immediate LSL #2]  STR Rd, [R9 + #immediate LSL #2] = Rd	Thumb-2 Equivalent	LDR Rd, [R9 + #immediate LSL #2]	
This instruction, as are all loads and stores while in Jazelle-X state, is subject to the mechanism described in 4.3  ction  STR.X Rd, [R9, #immediate.6]  15 14 13 12 11 10 9  < STR.X op.code >    STR Rd, [R9 + #immediate LSL #2] = Rd	Definition	[R9 + #immediate LSL	
This instruction, as are all loads and stores while in Jazelle-X state, is subject to the I mechanism described in 4.3  ction  STR.X Rd, [R9, #immediate.6]  15 14 13 12 11 10 9  < STR.X op.code >    STR Rd, [R9 + #immediate LSL #2] = Rd     Ition	Encoding space		
STR.X Rd, [R9, #immediate.6]		hile in Jazelle-X state, is subject to the Null Check	
15 14 13 12 11 10 9   STR.X op.code   STR Rd, [R9 + #immediate LSL #2]   R9 + #immediate LSL #2   R4   R9   R9   R9   R9   R9   R9   R9	Instruction	STR.X Rd, [R9, #immediate.6]	
C STR.X op.code >   STR Rd, [R9 + #immediate LSL #2]   R9 + #immediate LSL #2] = Rd   R9 + #immediate LSL #2] = Rd   S^8   S bits   S bits   C ion, as are all loads and stores while in Jazelle-X state, is subject to the land	Encoding	14 13 12 11 10 9 8	2 0
ction, as		< STR.X op.code > #immed_6	Rd
ition ding space This instruction, as a	Thumb-2 Equivalent	STR Rd, [R9 + #immediate LSL #2]	
ding space This instruction, as a mechanism	Definition	Ш	
This instruction, as a mechanism	Encoding space		
	This instruction, as mechanism	vhile in Jazelle-X state, is subject to the Null Check	

Fig. 4

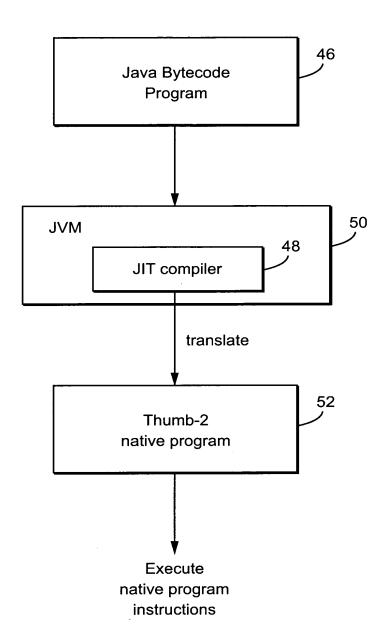


Fig. 5